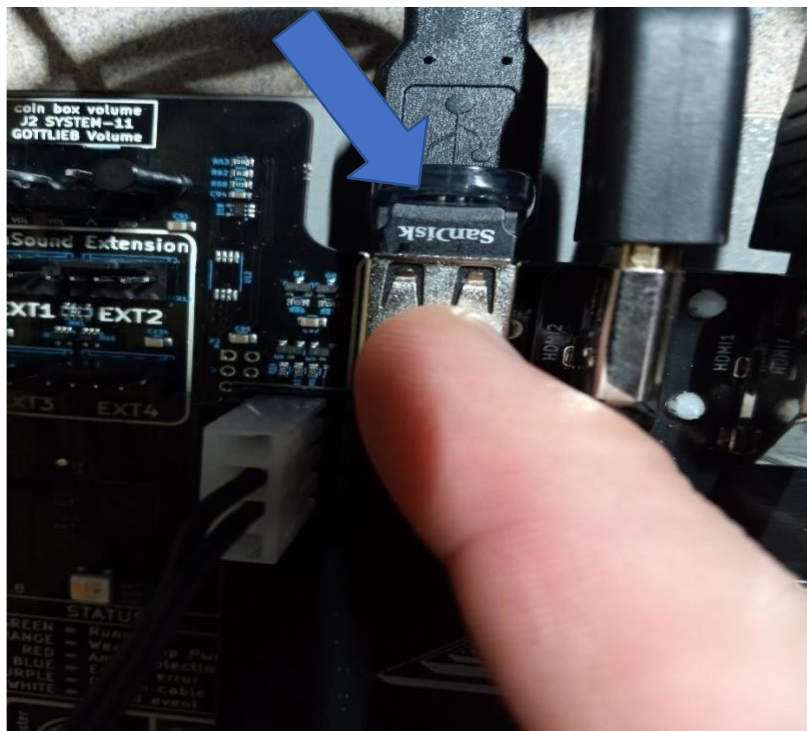




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### ***USB update (power off and unplug your machine)***

- Remove the USB thumb drive from the Pinsound board.



- Create/name a new folder on your desktop for the new .99\_8 software, download it with the following link, and put it in the folder like we did earlier with the SD card:

[https://www.dropbox.com/s/wxi49n81gp52bwj/pinball-fh2-099\\_8.code?dl=0](https://www.dropbox.com/s/wxi49n81gp52bwj/pinball-fh2-099_8.code?dl=0)

-Here are the instructions to put the file named “pinball-fh2-099\_8.code” onto the USB thumb drive, and remember to quick format the USB drive using “Fat32” only when you see that option:

[https://www.pinballremakes.com/wp-content/uploads/2022/03/FH2\\_Game\\_Update.pdf](https://www.pinballremakes.com/wp-content/uploads/2022/03/FH2_Game_Update.pdf)

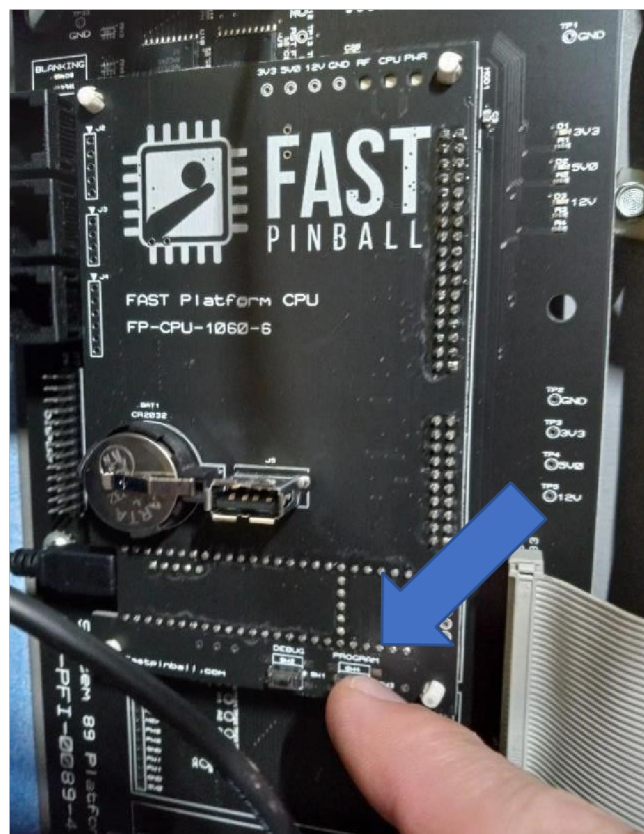
-After you copy the "99\_8.code" file to the USB, unplug it from your pc and reinsert it into the Pinsound board.

6. Reinserted USB drive into the Pinsound, pat yourself on the back, power on, and update will happen.

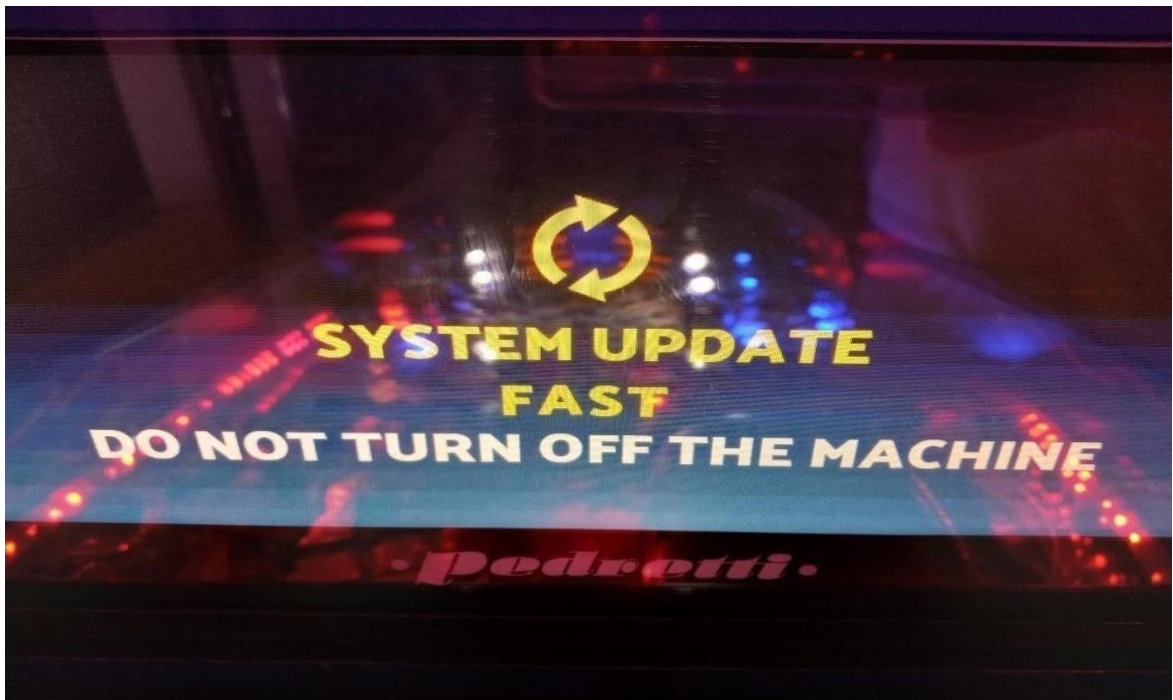
-You should see the following screen within 30 seconds of powering on:



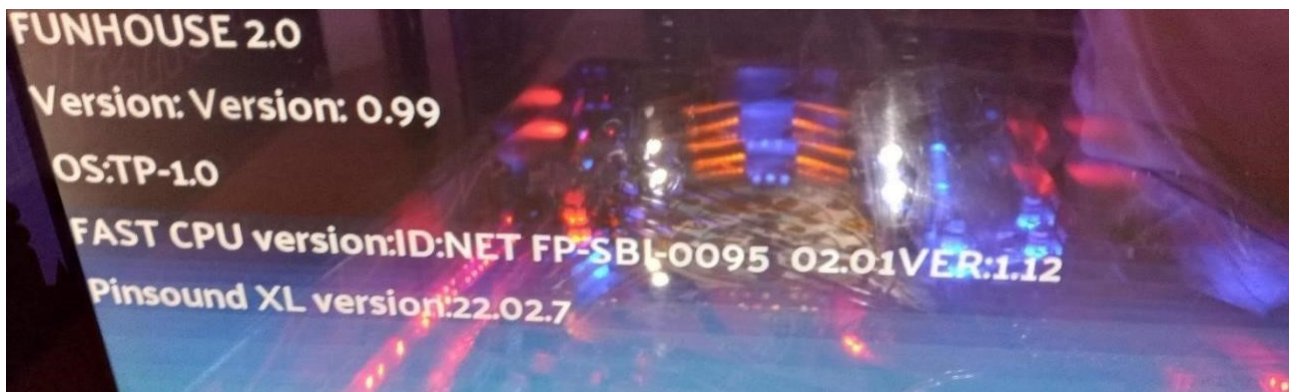
-If you don't see the above screen after 30 seconds, and it hangs on the Pedretti logo, push for one second/release the "Program" button on the FAST board:



-If the update hangs on the below screen, please push for one second/release the "Program" button on the FAST board:



It can take up to 10 minutes for the update to complete. Once it's complete; select 2.0 mode, power off, wait 30 seconds, power back on and you should see the following screen during boot up. This means that you are now running the newest software (and more) code thanks to your suggestions; and it was coded by the amazing Janos Kiss.



Go into the menu to explore the new options, grab some pizza, a beverage; and enjoy your new Nightmare!!

*---Please note that these instructions are intended for ALL awesome pinball minds alike. Whether brand new enthusiasts or old-school rebels. It's all about fun, and one for all here; in the endless Funhouse---*

**Summary:**

1. Update the USB drive to the new .99\_8 software (same method as before)

[https://www.dropbox.com/s/wxi49n81gp52bwj/pinball-fh2-099\\_8.code?dl=0](https://www.dropbox.com/s/wxi49n81gp52bwj/pinball-fh2-099_8.code?dl=0)

2. Insert the SD card and USB drive into the Pinsound at the same time and power on to update.

If at any time during the update it hangs on the Pedretti logo screen, or the "System Update FAST" screen, push the "Program" button on the FAST board.

#### GAME CODE 0.99\_8 RELEASE NOTES:

- Fixed trough handling logic
- Fixed Multiball ballsaver extension if ball not plunged
- Added Auto shooter feature
- Adjusted service menu feature
- Mystery awards changed to: AWARD\_500K, AWARD\_HIDE, AWARD\_750, AWARD\_GANGWAY, AWARD\_1M, AWARD\_60MINS, AWARD\_LIGHTLOCK
- Mystery need to be relit with 10 jet hits
- 30 Superdog hit Doubles Hotdog combat value,
- 60 Superdog hit Triples Hotdog combat value
- Haunted Rollercoaster (Video Mode) Last button input is stored, doesn't need to be held
- Duck hunt scores boosted to 500K 750K 1M
- Want a balloon deduced to 5 hit instead of 9 per jet
- STEPS ramp lights lock,
- STEPS ramp timer removed,
- STEPS ramp awards: Frenzy (Monkizz), Light Extra ball, 750K, Hotdog combat Frenzy, EB can be collected once per player
- Special for defeating Evil Rudy
- Nightmare multiball / Evil Clones Multiball Superjackpot is 5M
- Hideout animation shortened
- Double flipping can interrupt some of the animations in the scoop
- Rudy gulp awards 1M
- Lightshow for Bonus count down
- Lightshow for Defeating Evil Rudy
- Rudy invites to play more after finished game
- During modes hints are animated on the display
- Main screen some dynamic graphical elements
- Fixed music overlapping and bonus countdown